commodore Software

EASY SCRIPT
Word Processing made easy

Cartridge
Cassette
Diskette ✓

EASY SCRIPT is a powerful word processing package. It enables you to create, modify and print text quickly and easily. Easy Script can be used for writing letters, reports, memos, book manuscripts – in fact any kind of document. Text can be stored on diskette or cassette so that it may be printed or modified as required.

The advantages of word processors in terms of time and cost-saving are well known. These include:

- ☐ being able to view text before it is printed
- ☐ the facility to create a document from standard paragraphs
- ☐ the ability to produce personalized standard letters

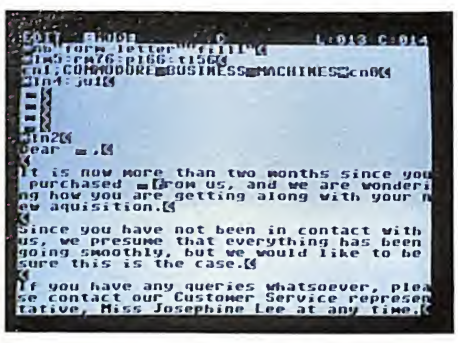
Easy Script provides all these features together with many more advanced facilities to do all of the following:

- ☐ set and adjust left and right margins
- ☐ align text at the righthand side of the page (justification)
- ☐ enable information to be printed at the top and/or bottom of each page
- ☐ number pages automatically
- ☐ give horizontal, vertical and decimal tabulation
- ☐ link text files together
- ☐ provide an automatic word search and replace function
- ☐ transfer and/or duplicate text
- ☐ insert, delete, erase and merge text

and much more.

LEARNING COMMANDS AS YOU GO

Although Easy Script has a wide range of commands, it is not necessary to know how to use all of them straight away. All except the very basic Easy Script commands need only be learned when it is necessary for a particular application. Unlike traditional typewriters, the line length for text is indicated in a format command allowing you to enter text in a 'free format' way, i.e. you simply type away and press the RETURN key to indicate the end of a paragraph. With just a few Easy Script commands, you can quickly produce professional looking documents.



STANDARD LETTER OUTPUT TO VIDEO

PERSONALIZED MAILINGS

One of the most tedious tasks in any business is the repeated typing of the same or similar letter to many people. Easy Script solves this problem by providing a 'fill file' facility.

A fill file is used to hold only that information which varies between each letter such as the name and address of a client. The following illustration shows the contents of a typical fill file as it would appear on the screen:

FILL FILE – FROM WHICH PERSONALISED LETTERS CAN BE CREATED

One standard letter is typed and, with a simple series of commands, Easy Script allows you to print copies of the letter using all or selected records from the fill file. A blank standard letter is shown below.

The following illustrations shows three personalized copies of the same standard letter:

THREE COPIES OF THE LETTER TO DIFFERENT PEOPLE

The Easy Script word processor is invaluable for journalists, authors, secretaries, students, in fact anyone who writes either for business or pleasure. Used in conjunction with the Easy Spell spelling checker, Easy Script will quickly turn waste paper and correcting fluid into things of the past.

HARDWARE REQUIREMENTS

- ☐ Commodore 64 computer
- ☐ suitable TV or Commodore monitor
- ☐ 1541 disk drive
- ☐ a suitable Commodore printer

The 1541 disk unit can be replaced by a CBM 2031 single disk drive or a dual disk unit (4040/8050). These require the use of the Commodore IEEE interface.

PRINTERS

Easy Script can be used with a variety of printers ranging from the low cost dot matrix type, such as the 1525 or 1526, to the more expensive letter-quality printers such as the CBM 6400. The latter requires an IEEE interface. Alternative printers supported by Easy Script include:

Commodore Printers

- ☐ 4022 and 4022P
- ☐ 8023P
- ☐ 8300
- ☐ 6400

These all require the use of an IEEE interface.

Other Printers

- ☐ DIABLO 630
- ☐ Smith Corona TPI and EL2000
- ☐ OKI Microline
- ☐ MX 80

These require the use of a Commodore 1011A RS232C interface or equivalent. Easy Script also supports Centronics printers. These require a special connecting table.

Product No. 120200

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EASY SPELL
Spelling checker

Cartridge
Cassette
Diskette ✓

EASY SPELL is a spelling checker for files produced by the EASY SCRIPT word processing package, and will ONLY work in conjunction with our Easy Script program (sold separately). It can be used to check text in individual Easy Script files or text that is spread over files that have been linked together. The Easy Spell package comes complete with a dictionary diskette. This contains the words against which the spelling of text is checked.

A TYPICAL EASY SPELL APPLICATION

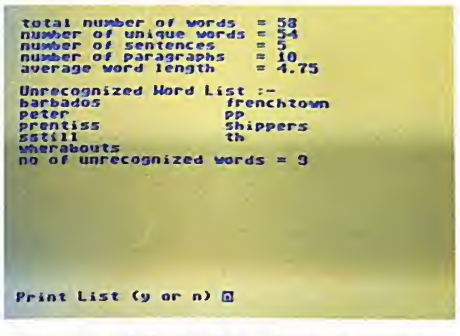
The illustration below will be familiar to many authors, writers and secretaries, several mis-spelt words appear in the text.

EACH UNRECOGNIZED WORD IS HIGHLIGHTED

Using Easy Script and Easy Spell, this need never occur. Having typed in the letter using Easy Script, the user then loads Easy Spell and checks the letter. The text is read into the computer and the spelling of each word is checked against the dictionary words.
A report is presented giving details of:

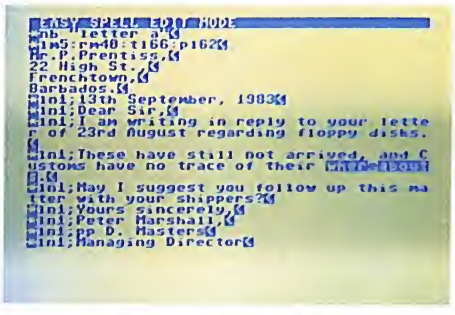
- ☐ the total number of words
- ☐ the number of different words
- ☐ the number of sentences
- ☐ the number of paragraphs
- ☐ the average number of characters in each word.

Easy Spell then displays a list of 'unrecognized' words, i.e. those that are not on the dictionary diskette. If you choose to edit your file, each 'unrecognized' word is highlighted on the screen. At this point, mis-spelt words may be corrected and extra words added to the user dictionary. The following photograph shows how the letter would look on the screen with the first unrecognized word highlighted.



AN UNRECOGNIZED WORD LIST

If the spelling of a word is wrong, it can be corrected using the normal Easy Script editing facilities. Words that have not been included in the Easy Spell vocabulary may be added to it and their spelling checked in future text. (This is especially useful when dealing with those writers who use a lot of technical terms.) When the letter has been edited, it can then be printed out – minus the mistakes!



A PERFECT LETTER

Easy spell also provides a facility for you to produce a word-frequency report, i.e. a list of the words in the file and the number of times each word has been used. The report may be printed in alphabetical order or in ascending or descending order of frequency.

A further Easy Spell facility allows you to search the dictionary for words where a character or series of characters is in a defined position (ideal for crossword addicts!)

Approximately 20,000 words are supplied on the Easy Spell dictionary diskette. These are held in a Master Dictionary with English spelling variants. The size of your dictionary may be increased by 'learning' any word that has not been included in the Master Dictionary such as "special" words used in your work or profession. These words are added to a special section of the dictionary diskette called the 'User Dictionary' and will then be checked for spelling in future text.

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The 1541 disk unit can be replaced by a CBM 2031 single disk drive or a dual disk unit (4040/8050). These require the use of an IEEE interface.

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- ☐ MX 80

These require the use of a Commodore 1011A RS232C interface or equivalent. Easy Script also supports Centronics printers. These require a special connecting table.

A blank Master Dictionary is also available. This contains no pre-defined words thereby allowing the contents of the dictionary diskette to be built up from scratch. This is especially useful in education for English and remedial teachers who wish to check on the use and development of their pupils' vocabulary.

Easy Spell consists of Easy Spell program diskette and Easy Spell dictionary diskette. It requires Easy Script, and will not operate as a stand-alone program.

Product No. 120201

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PILOT and LOGO
Educational graphics languages

Cartridge
Cassette
Diskette ✓

PILOT

PILOT is a Computer Aided Learning (CAL) language especially designed for the teaching/training environment. It allows educators to compose lessons and tests which their students then answer via the computer keyboard. The facilities offered by Pilot include:

- ☐ commands to design special screen frames
- ☐ commands to include computations within questions
- ☐ facilities to plot graphics
- ☐ an answers section which is able to accept alternative responses
- ☐ hints for the student

The original version of the Pilot language is known as 'common Pilot'. 'Commodore Pilot' is a revised and improved version of this language specially written for users of the Commodore 64. It contains all the features of 'common Pilot' so that lessons written in the original version can be quickly implemented by Commodore Pilot users.

In addition to the 'common Pilot' features, the Commodore version has been supplemented to take advantage of the extensive capabilities of the Commodore 64 including sprite graphics and user-defined characters. An excellent Pilot manual is supplied with the package so that even the novice computer user will quickly become proficient in developing Computer Aided Learning tuition for his particular teaching/learning need.

LOGO

LOGO, the popular Computer Aided Instruction language is now available for the Commodore 64. All the traditional LOGO features are included such as:

- ☐ graphics definition and movement
- ☐ text display
- ☐ multi-level graphics character display
- ☐ easy-to-use instructions
- ☐ screen editing from the keyboard

Children have great fun moving the famous 'turtle' around the screen creating colourful designs. Logo is useful not only for art and design but also for teaching English, Mathematics, Physics, in fact any subject.

In conjunction with the standard Logo features, additional commands have been added to facilitate the use of sprite graphics and sound synthesis on the Commodore 64.

Commodore Logo works with Commodore Pilot and together they make a very powerful learning/teaching environment.

Note: PILOT and LOGO are sold as two separate packages.
PILOT Product No. 120103
LOGO Product No. 120102

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ASSEMBLER DEVELOPMENT
Tools for the programmer

Cartridge
Cassette
Diskette ✓

The ASSEMBLER DEVELOPMENT package allows you to program in assembler directly onto Commodore 64. It providesa all the tools the assembler programmer needs to create, assemble, load and execute 6510 assembly language code.

Using the package, you will be able to:
- ☐ create and call macro routines
- ☐ create and edit source files
- ☐ assemble a source file
- ☐ load an object file

PROGRAM LISTING

Also included on the diskette is a machine code monitor which contains commands allowing you to:
- ☐ enter a line of assembly code
- ☐ compare two areas of memory
- ☐ disassemble code
- ☐ fill a range of memory locations with a specific byte
- ☐ hunt through memory
- ☐ display memory in ASCII format
- ☐ display memory in hexadecimal format
- ☐ relocate absolute memory with offset
- ☐ display contents of memory registers
- ☐ transfer data from one area of memory to another

and much more.

The package also contains a DOS Wedge for the Commodore 64. This allows you to carry out diskette housekeeping with simple two character commands.

The package includes a comprehensive manual containing full instructions on how to use the assembler, machine code monitor and DOS wedge commands.

Product No. 120101

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Introduction to BASIC Programming course

Cartridge
Cassette ✓
Diskette

The highly popular self-tutorial package for the VIC 20 has been revised and improved for those who wish to learn BASIC programming on the Commodore 64. It covers all aspects of BASIC programming together with instructions on how to use those features of the Commodore 64 that are unique to this machine.

The course is divided into two packages:

Part One contains instructions on the elementary aspects of BASIC programming on the 64 and includes:

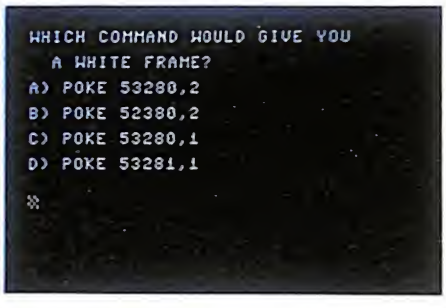
- ☐ how to set up the machine
- ☐ a tour of the keyboard
- ☐ how to use variables
- ☐ strings
- ☐ program loops
- ☐ inputting data from the keyboard
- ☐ programming colour and sound

Part Two covers the more advanced BASIC commands and 64 features such as:

- ☐ condition testing
- ☐ arrays
- ☐ string manipulation
- ☐ file handling
- ☐ sprite graphics
- ☐ multi-voice music
- ☐ boolean algebra

and much, much more.

Part One of the Introduction to BASIC course is split into fifteen units, Part Two into ten units. Each unit takes the average student one or two evenings to work through. Most units cover some reading, some practical work, some programming and a 'self test' questionnaire at the end of the unit. Each unit also contains some experiments. These have been designed to test the programmer's understanding of the commands under discussion.



SELF-TEST QUESTIONNAIRE

Two cassettes are provided for each section of the course – a total of 34 programs for the Commodore 64. These include educational and recreational programs as well as subroutines for the programmer to incorporate into his own work.

The Introduction To BASIC programming course will soon turn even the most novice computer user into a fully-fledged BASIC programmer.

Note: Part One and Part Two of Introduction to BASIC are sold as two separate packages.
Part One Product No. 120151
Part Two Product No. 120152

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Learn computer programming with GORTEK

Cartridge
Cassette ✓
Diskette

This is a series of packages designed to teach young people the fundamentals of computer programming by coupling a space adventure story with lessons in BASIC programming.

Each package comes complete with a full colour story book which also serves as the Training Manual. Throughout the manual there are programs to be typed into the computer by the 'trainee'. At various points, there are games and exercises to be loaded from the cassettes provided. These form an integral part of the story and also reinforce the learning process.

The authors of the series are three English school teachers who originally intended it to be used by children in the 10 to 13 age group. However, with parental guidance, it is also suitable for younger children. Older children and even adults find that GORTEK is informative and fun to use.

PART ONE: GORTEK AND THE MICROCHIPS

The planet of Syntax is being invaded by the fearsome Zitrons. GORTEK, the galaxy's foremost authority on computer programming, is working desperately to teach the microchips and the children to program the great computer 'creativity' in order to thwart the attack.

The package contains instructions on:
- ☐ using the PRINT command
- ☐ LOADing programs from cassette
- ☐ RUNning programs
- ☐ NEWing programs
- ☐ LISTing programs
- ☐ string and numeric VARIABLES
- ☐ program LOOPS
- ☐ the INPUT command
- ☐ using ARITHMETIC operators

At the end of the story, the computer is saved by the efforts of the children and the microchips. Successful trainees earn the right to wear the GORTEK badge which is supplied with the package. Also included in the package are two cassettes containing 12 educational and recreational programs.

PART TWO: GORTEK AND THE KRYPTOBYTES

A message has been received from the Kryptobytes, the inhabitants of a nearby planet. Their computer is being attacked by a mysterious force from outer space and they need the help of GORTEK and the children to program the computer and so save it from destruction.

This package introduces some new BASIC commands and reinforces those commands covered in Part One of the series. The programs that the 'trainee' must write are consequently longer and more involved.

The package contains instructions on:
- ☐ FOR...NEXT loops
- ☐ REM statements
- ☐ DATA statements
- ☐ READing DATA
- ☐ using the POKE commands
- ☐ subroutines
- ☐ editing programs
- ☐ saving programs on cassette

Armed with these commands, the new programmer will soon be writing programs to help the Kryptobytes ward off the attack.

Note: Part One and Part Two of GORTEK are sold as separate packages.
Microchips Product No. 120150
Kryptobytes Product No. T.B.A.

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SIMONS' BASIC
Additional programming commands

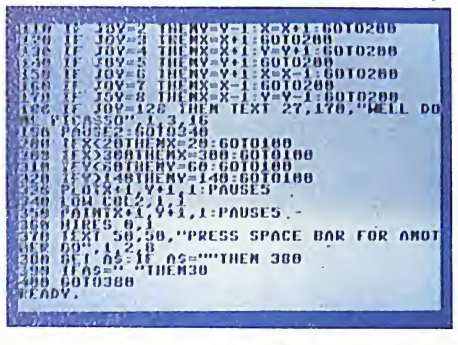
Cartridge
Cassette
Diskette

SIMONS' BASIC has been designed to enable programmers of all levels to easily utilise the potential of their Commodore 64. The Simons' Basic cartridge is really three packages in one. It contains a Toolkit to remove the tedious aspects of computer programming, a vast range of commands to facilitate the use of graphics and sound on the 64 and Structured Programming commands to help the programmer write more meaningful code.

The package is supplied in cartridge form which means that you can use all of its features by simply inserting it into the slot at the rear of the Commodore 64 and turning the computer on – it's as simple as that. You then use the additional Simons' Basic commands just as you would any other BASIC commands.

Among the features of the toolkit are:
- ☐ AUTO for automatic line numbering
- ☐ RENUMBER for automatic program re-numbering
- ☐ KEY to assign commands to the function keys

and many more.



KEY WORDS LISTING

Graphics commands include:
- ☐ COLOUR to assign colours to the screen and border
- ☐ HI-RES to put the screen into high-resolution mode
- ☐ REC to draw a rectangular shape
- ☐ CIRCLE to draw a circular shape
- ☐ PAINT to fill a shape with colour

GRAPHIC DEMONSTRATION

plus commands for creating sprites and user-defined graphics:
- ☐ DESIGN to set up a design grid for a sprite or user-defined character
- ☐ MMOB to move a sprite
- ☐ DETECT to detect sprite collision

The Structured Programming commands supplied by the Simons' Basic cartridge are a boon to programmers of all levels of ability. It is now possible to label BASIC routines and call these routines by name.

Structured Programming commands include:
- ☐ PROC to label BASIC routines
- ☐ CALL to pass execution to a routine
- ☐ EXEC to pass execution to a routine and return from it when the routine has been completed
- ☐ REPEAT...UNTIL to repeat a loop dependent on a condition test

and many others.

Simons' Basic also includes commands for screen formatting, scrolling the screen, input validation, character string manipulation, hexidecimal to decimal and binary to decimal conversion, integer division among others. The cartridge also has a group of commands which allows you to trap certain BASIC errors. You can even generate your own error messages! The range of commands supplied by the Simons' Basic cartridge make it an essential tool for any programmer who wants to easily utilise the special features on the Commodore 64.

Works with cassette or disk unit for program storage.

Product No. 120106

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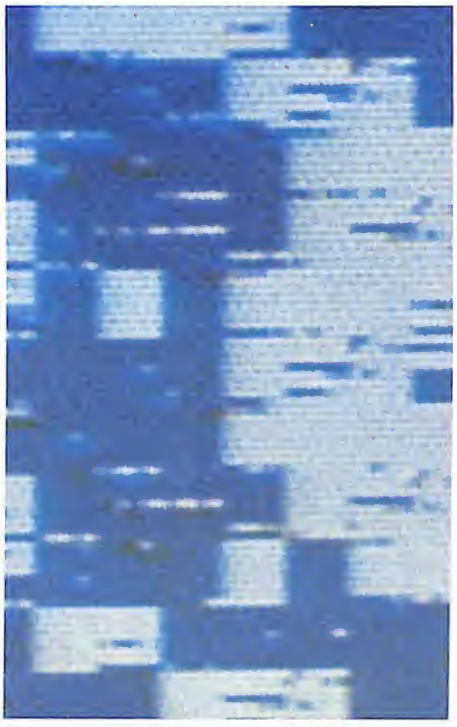
PETSPEED BASIC compiler

Cartridge
Cassette
Diskette ✓

PETSPEED is a BASIC compiler that allows you to speed up execution of your BASIC programs. Already widely used on other models of Commodore computers, a version has now been specially developed for the Commodore 64.

Petspeed will compile *any* program written in BASIC without any prior changes having to be made to the program. A Petspeed-compiled program cuts down on processing time, disk handling and even print runs. The compiled program runs up to forty times faster than the original.

A PETSPEED-COMPILED PROGRAM PRODUCED THIS ILLUSTRATION IN THREE SECONDS



THE SAME PROGRAM IN BASIC *WITHOUT PETSPEED* ONLY REACHED THIS POINT IN TWELVE SECONDS

Petspeed is very simple to operate. Just type in the name of your program and sit back while Petspeed begins the first of four compiling passes. Petspeed will automatically abort if a program error is found during compilation. Like most BASIC compilers, Petspeed does much faster integer arithmetic, but, unlike previous compilers, Petspeed can find variables that always contain integers and even variables that sometimes contain integer values. The Petspeed compiler *never* does floating point arithmetic if integer would suffice.

Expressions are evaluated as far as is practicable during compilation, e.g. a statement such as A$ = CHR$ (72) would be converted into A$ = "H". Petspeed even does non-printable like CHR$(13). Numeric data statements are held in both integer and ASCII format removing the need to make conversions during run time. Also included on the Petspeed diskette is a *report* program which allows you to list all arrays and user-defined functions and the addresses in the compiled program where they are used. The *RUN/STOP* key is disabled by default on *all* compiled programs and can be enabled or disabled in a program using simple, one-word commands.

Petspeed is completely user-transparent. No special data key is need to run Petspeed

Petspeed is completey user-transparent. No special data key is needed to run Petspeed-compiled programs. The onus on protection is left entirely to you.

Product No. 120104

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